

# 2004 DEER DRAWING RESULTS

Story by Jerry Gulke, Photos by Craig Birhle

There weren't any changes made in 2004 to the state's license lottery system. Even so, we still received a lot of calls concerning how the system works; why some people draw the licenses they want, and why some don't.

To review, the weighted lottery system works like this: If you are unsuccessful in drawing your first choice of license, and you apply the following year, you will receive a bonus point. You do not have to apply in the same unit, or for the same deer type, to qualify for a bonus point. You get an additional bonus point for each consecutive year you apply and do not receive your first license choice.

You receive additional chances to be drawn for each bonus point accumulated. For points one through three, you are entered in the drawing two times the number of points you have. For instance, if you have two points, you would get four additional chances to be drawn, compared to the person who got his first choice the previous year. If you're both competing for the same license, you have five chances, he has one.

When you have accumulated four or more points, the number of additional chances you have at being drawn is determined by cubing your bonus points. So, when you have four points, you will be in the drawing 64 additional times, 125 times if you have five points, and so on. Bonus points are accumulated as long as you do not draw your first

license choice and apply in consecutive years.

The drawing is still random, but the more bonus points you have, the better your odds of being drawn. When you receive your first license choice, you lose your bonus points and start over. Bonus points can only be earned, or used, in the first drawing for each species in each year. If you do not apply, you will lose any bonus points accumulated.

If you apply in a party, the number of bonus points you have in the drawing is equal to the party member with the lowest number of bonus points. You do not lose your points, you just can't use them when you apply in a party with someone who has fewer points. If you are not successful in drawing your first license choice, you retain all your points the following year.

A party application has only one chance to be drawn regardless of the number of applicants in the party. However, when a party is drawn, all members get a license. So, if you and I apply as a party for buck licenses in unit 3A4 as our first unit/first choice, and you apply for a doe license as your first unit/second choice, but I do not and we don't get our first choice, you will not get your second choice even though there were doe licenses available. The reason is this: I did not have a second choice, so all party members could not be issued a license, therefore no one in the party gets one. Hunters may want to consider applying individually in a situation like this, or apply in parties where everyone has a similar set of choices.

The license lottery consists of four separate drawings, one for each choice on the application. First, we hold a drawing for the first unit/first deer choice. When all of those have been issued, we draw for the first unit/second deer choice, then the second unit/first deer choice, and finally the second unit/second deer choice.

Youth licenses that allow the harvest of a mule deer buck were limited to 10 percent of the mule deer buck licenses available in the general lottery in units 4A-4F, 3B1 and 3B2. Those lucky enough to draw one of these licenses had to hunt in the unit printed on the license. Applicants who did not receive a license for a mule deer buck were automatically issued a regular youth license. Youth applicants who did not receive their first choice will have a bonus point when they apply in 2005. These licenses are not included in Table 1 because they have no effect on the other license types and applicants cannot apply for them again.

## LOTTERY RESULTS DEER

We set another record in 2004 with 145,250 licenses, up from 123,475 deer licenses in 2003. The increase was mainly for antlerless deer. There were 12,892 gratis licenses deducted from the total (based on the number of gratis licenses we issued in 2003), and 1,452 licenses were deducted for nonresidents, as state law requires 1 percent of licenses in each unit be reserved for

*Photo Omitted*

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*The demand for buck licenses increases every year.*

nonresidents. In addition, there were 2,778 muzzle-loader licenses (8,585 applicants) available, and 2,310 youth licenses were issued. Only about 1,800 doe licenses were not issued in 2004.

There were 3,100 mule deer buck licenses available in 2004, an increase from 2,675 in 2003. The number of people who applied for a mule deer buck also increased, from 9,279 in 2003 to 9,445 in 2004.

There were 75,709 applicants – not including gratis, nonresident, youth or muzzle-loader – in 2004, down from 76,982 in 2003. Most people apply for some type of buck license as their first choice (67,940), but less than half of available licenses are buck licenses (52,200). We again had an abundance of deer licenses – a hunter could have obtained an unrestricted number of doe licenses in some units – but not enough buck licenses. With few exceptions, all the buck licenses are issued in the first unit/first choice drawing.

Table 1 presents the percentage of applicants who received their first choice of license in the 2004 deer drawing. For example, of the applicants with zero bonus points who applied for an “any buck” license in Unit 1, 92.3 percent received their first choice. Conversely, 7.7 percent (100-92.3) did not draw their first choice. If a column does not have a value, it indicates that there were no applicants for that category. For instance, nobody with three bonus points applied for an “any doe” license in Unit 1. The overall column represents the percent of all applicants for that license type who received their first choice of license. This would have been the success rate had the weighted lottery not been in effect and everyone in the drawing had an equal chance.

Applicants could have as many as 12 bonus points, but the highest number of points in the 2004 drawing was eight. There were applicants who had more than eight bonus points, but they applied in a party with fewer points. There were 811 applicants who had four or more bonus points, and 93 percent (754) drew their first license choice. Applicants who applied for a mule deer buck license accounted for 82 percent (668 of 811) of applicants with four or more bonus points. All unsuccessful applicants with four or more bonus points applied for a mule deer buck license.

Overall, the 2004 deer drawing is similar to past drawings. A mule deer buck license in Unit 4C continues to be the most difficult license to draw with about five times more

applicants than licenses. This was an improvement over last year when there were seven times more applicants than licenses. Applicants for a mule deer buck license in unit 4C accounted for four of six unsuccessful applicants with more than four bonus points (the other two were for a mule deer buck in 4D). A muzzle-loader buck license continues to be difficult to draw, with odds about 1 in 5. However, all hunters who applied for a muzzle-loader doe license as a first choice were successful.

## PRONGHORN

The number of pronghorn licenses available increased significantly again in 2004. We had 8,090 applications for 2,510 licenses, compared to 7,846 applications for 1,630 licenses in 2003.

Table 2 lists the results of the 2004 pronghorn drawing. The results are similar to the deer drawing, clearly showing the effect of the weighted lottery. No one in the drawing had the maximum number of bonus points, but some people applied in a party with people who had fewer bonus points.

If you are wondering why you never get a pronghorn license, look carefully at the data in Table 2. The chance of drawing a pronghorn license was better in 2004, but is still a long shot unless you apply for a doe/kid license. The best chance was in Unit 6A, where the odds were about 1 in 3. There were no units where the gratis applicants took all of the licenses, and many units had odds greater than 10 to 1. In Unit 9C, the chance of drawing a license was about 1 in 20.

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*In 2004, a hunter could purchase an unrestricted number of doe licenses in some hunting units. More than 30,000 hunters obtained two licenses in 2004, while about 10,000 bought three, while 3,800-plus hunters obtained four licenses.*

## TURKEY

Results of the spring and fall turkey license drawings are listed in Tables 3 and 4. Fall turkey licenses increased again from 9,095 in 2003 to 10,980 in 2004. The number of applicants also increased from 9,570 in 2003 to 9,604 in 2004. Several of the fall turkey units had licenses remaining after the drawing. These licenses were issued on a first-come, first-served basis and some hunters were able to get several licenses.

The number of licenses available in the spring season also increased from 3,710 in 2003 to 5,415 in 2004. The number of applicants for a spring turkey license increased from 8,998 in 2003 to 9,848 in 2004.

## CONCLUSION

The 2004 license drawings were similar to past drawings. A mule deer buck license in 4C continues to be one of the most difficult deer license to draw, with about five times more applicants than licenses available. A mule deer buck license in 4B and a muzzle-loader buck license are also difficult to draw, with about five times more applicants than licenses available. The demand for buck licenses increases every year as more people chose a buck license as their first choice because they know they will be able to get one or more doe licenses in later drawings. In 2004, there were only five units that had buck licenses remaining after the first unit/first choice drawing.

The effect of the bonus points is clearly shown in all the tables. Our goal has been to get licenses to people in a reasonable time frame, and for the majority of the applicants, we have accomplished that.

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*Photo Omitted*

**Table 1.** Percent of applicants who received their first choice of license in the 2004 deer drawing.

LICENSE TYPE	POINTS									Overall	LICENSE TYPE	POINTS									Overall
	0	1	2	3	4	5	6	7	8			0	1	2	3	4	5	6	7	8	
1 A Any Buck	92.3	100	100							92.9	3C AE Any Buck <sup>Early</sup>	7.5	45.9	33.3	62.5	100				21.6	
1 B Any Doe	98.5	100								98.6	3C AL Any Buck <sup>Late</sup>	9.9	33.3	37.5	40	100	100			20.1	
2A A Any Buck	36.5	78.6	100	87.5						49.4	3C BE Any Doe <sup>Early</sup>	94.6	100							95.1	
2A B Any Doe	98.9	100	100							99	3C BL Any Doe <sup>Late</sup>	77.8	100	100						81.8	
2B AE Any Buck <sup>Early</sup>	84.5	99.4	100	100	100					85.5	3C CE WT Buck <sup>Early</sup>	87.9	100	88.9	100					89.1	
2B AL Any Buck <sup>Late</sup>	100	100	100			100				100	3C CL WT Buck <sup>Late</sup>	74	97.9	100		100				77.2	
2B BE Any Doe <sup>Early</sup>	98.3	100	100							98.4	3C DE WT Doe <sup>Early</sup>	96.8	100							96.9	
2B BL Any Doe <sup>Late</sup>	100	100								100	3C DL WT Doe <sup>Late</sup>	95.2	100							95.4	
2C A Any Buck	57.9	92.9	100	100	100					65	3D1A Any Buck	17.7	46.3	52	84.2	100	100			33.9	
2C B Any Doe	95.4	100								95.6	3D1B Any Doe	97.6	100							98	
2D A Any Buck	100	100	100	100	100		100			100	3D1C WT Buck	96.7	100	100						97.5	
2D B Any Doe	100									100	3D1D WT Doe	80								80	
2E A Any Buck	53.8	88.3	100	100	100					61.4	3D2A Any Buck	14.8	30.6	40.6	40.9	100				24.7	
2E B Any Doe	94.9	96								95	3D2B Any Doe	94.7	100	100						95.3	
2F1A Any Buck	99.3	100	100	100						99.3	3D2C WT Buck	92.3	100		100	100				94.1	
2F1B Any Doe	100	100	100							100	3D2D WT Doe	100	100							100	
2F2A Any Buck	55.8	90.1	100		100					63.2	3E1A Any Buck	10.2	29.7	52.2	64.7	91.7	100			26.3	
2F2B Any Doe	95.8	96								95.8	3E1B Any Doe	95.3	90.9	100	100					95	
2G A Any Buck	71	98.9	100	100						75.7	3E1C WT Buck	69.3	98.6	100	100	100				78.3	
2G B Any Doe	97.9	100	100							98	3E1D WT Doe	100	100							100	
2G1A Any Buck	65.6	96.9	100		100					71	3E2A Any Buck	13	40.9	54.4	57.1	100				28.3	
2G1B Any Doe	98.2	100								98.3	3E2B Any Doe	95	100	100						95.5	
2G2A Any Buck	97.9	100	100	100	50	100				97.9	3E2C WT Buck	96.3	100	100	100					97	
2G2B Any Doe	99.8	100								99.8	3E2D WT Doe	100								100	
2H A Any Buck	53	89.5	93.1		100					62.4	3F1A Any Buck	13.6	43.9	54.7	68.4	100	100			28.7	
2H B Any Doe	97.5	100	100	100	100					97.7	3F1B Any Doe	100	100	100	100					100	
2I A Any Buck	44.1	83.6	95.6	100						56.8	3F1C WT Buck	100	100	100						100	
2I B Any Doe	97	97.1	100							97	3F1D WT Doe	100		100						100	
2J1A Any Buck	14.2	39.9	57	71.4	95					28.8	3F2A Any Buck	11.4	30.5	56.1	50	100				25	
2J1B Any Doe	93.3	100	100	100	100					94	3F2B Any Doe	96.4	100	100						96.8	
2J2A Any Buck	97.6	100	100	100		100				97.7	3F2C WT Buck	97.1	100	100	100					97.6	
2J2B Any Doe	99.7	100	100							99.7	3F2D WT Doe	100	100							100	
2K1A Any Buck	27.5	59.8	79.2	81.3	100					41	4A C WT Buck	46.8	88.6	100	100	100				63.8	
2K1B Any Doe	97.4	100	100	100						97.6	4A D WT Doe	94.4	100		100					95	
2K2A Any Buck	40.6	80.4	90.8	91.7	100					52.5	4A E MD BUCK	10.5	26.7	48.1	61.8	100	100	100	100	30.3	
2K2B Any Doe	97.1	95.2	100	100						96.9	4A F MD Doe	97.3	75	100		100				95.3	
2L A Any Buck	100	100	100							100	4B C WT Buck	98.7	90	100	100					97.9	
2L B Any Doe	100	100								100	4B D WT Doe	66.7	50							60	
3A1A Any Buck	65	96	100	100	100					72.4	4B E MD BUCK	3.7	15.6	27.2	35.4	96.6	100	100	100	21.6	
3A1B Any Doe	97.2	100								97.3	4B F MD Doe	92.7	100	100	50					93.1	
3A2A Any Buck	71.8	98.5	94.7		100					76.6	4C C WT Buck	100	100	100	100	100				100	
3A2B Any Doe	97.6	100								97.6	4C D WT Doe	87.5								87.5	
3A3A Any Buck	35.5	73.1	89	92.3	100	100				49.9	4C E MD BUCK	4.8	8.4	14.2	19.7	76.7	94	100	100	19.6	
3A3B Any Doe	96.9	96.4	100							96.9	4C F MD Doe	93.9	100	100	50	100	100			93.9	
3A4A Any Buck	57.9	95.1	96.6	100						66	4D C WT Buck	91.2	100	100	100					92.3	
3A4B Any Doe	97	100	100							97.1	4D D WT Doe	100								100	
3B1C WT Buck	30	73.8	78.3	80	100					45.7	4D E MD BUCK	8.4	20.9	26.3	39.5	100	88.2	100	100	24.1	
3B1D WT Doe	98.6	83.3								96.5	4D F MD Doe	95.3	78.6	100	100					92.4	
3B1E MD BUCK	26.6	69.4	93.5	80	100					45.6	4E C WT Buck	90	100	100						93.3	
3B1F MD Doe	90.4	100								91.4	4E D WT Doe	100								100	
3B2C WT Buck	44.1	67.5	100	100						53.9	4E E MD BUCK	19.6	55.9	60.2	79.5	100		100		39.5	
3B2D WT Doe	98.3	100								98.4	4E F MD Doe	100	100	100						100	
3B2E MD BUCK	31.8	59.3	77.3	100						44.8	4F C WT Buck	100	100	100						100	
3B2F MD Doe	92.9	100								93.8	4F D WT Doe	100								100	
3B3A Any Buck	8.8	32.3	48.9	71.4	100					23.1	4F E MD BUCK	82.9	100	100		100				86.5	
3B3B Any Doe	89.8	100	100	100		100				91.5	4F F MD Doe	100	100							100	
3B3C WT Buck	98.8	100	100	100	100					98.9	MUZC WT Buck	7	20.2	31.5	39.8	100	100			18.1	
3B3D WT Doe	98.4	100								98.4	MUZD WT Doe	100	100	100	100					100	

**Table 2.** *Percent of applicants who received their first choice of license in the 2004 Pronghorn drawing.*

LICENSE TYPE	POINTS										Overall
	0	1	2	3	4	5	6	7	8	9	
01AA Any Pronghorn	0.3	3.3	3.7	4.5	20.6	54.5	85.7	66.7		100	7.5
01DA Any Pronghorn	0.6	3.4	6.3	9.9	42.7	65.1	71.4	100			10
02AA Any Pronghorn	4.8	13.3	12.2	8.2	92.9	100	100				16.2
02AD Doe/kid	66.7	100									71.4
02BA Any Pronghorn	6.1	12.2	34.8	39.3	100	100		100			22.9
02BD Doe/kid	100				100						100
03AA Any Pronghorn		4.2	27.3	14.3	80	100					17.9
03BA Any Pronghorn	1.5	3.9	7.1	2.4	73.2	100		100			11.3
03BD Doe/kid	80			100	100						87.5
04AA Any Pronghorn	4	6.6	20.3	28.2	95	90.9	100	100			14.9
04AD Doe/kid	95.5	100	100	100							96.2
04BA Any Pronghorn	5	17	33.1	38.1	98.2	100	100		100		21.4
04BD Doe/kid	98.8	83.3	100								97.8
04CA Any Pronghorn	3.3	8.8	15.8	12.5	70.6	100	100		100		15.3
05AA Any Pronghorn	9.7	8.2	27.4	25.8	100	100	100				18.6
05AD Doe/kid	100										100
06AA Any Pronghorn	24.1	25.7	68.2	78.6	100	100			100		36.9
06AD Doe/kid	100	100	100		100						100
07AA Any Pronghorn	9.9	29.3	30.4	55	92.3	100	100				23.3
07AD Doe/kid	87.5	100		100							92.3
08AA Any Pronghorn	2	6.3	3.3	31.3	53.3	100					9.7
09AA Any Pronghorn	2.2	22.9		20	100	100					14.4
09CA Any Pronghorn	1.5	1.3			40	75		100	100		5.6
10AA Any Pronghorn	5.2	28.3	20	16.7	100	100					18.1
11AA Any Pronghorn	4.8	12.8	7.7	9.1	100	100	100	100			12.1
11AD Doe/kid	83.3	50									75

**Table 5.** *The number of hunters purchasing additional antlerless deer licenses in North Dakota in 2004.*

Number of Licenses	Number of Hunters
1	98,229
2	30,280
3	10,159
4	3,828
5	1,054
6	444
7	188
8	91
9	46
10	26
11	12
12	7
13	5
14	4
15	4
16	3
17	3
18	3
19	3
20	3
21	2
22	2
23	2
24	2
25	1

**Table 3.** *Percent of applicants who received their first choice of license in the 2004 spring turkey drawing.*

LICENSE TYPE	POINTS										Overall
	0	1	2	3	4	5	6	7	8		
02 S	29	64.7	69	100							38.6
03 S	9.7	23.5	30.8	100	100						14.7
04 S	100	100		100							100
06 S	100										100
10 S	20.9	71	47.1	85.7	100						39.6
13 S	93.5	100	100								94.4
15 S	87.3	100	100								88.8
17 S	59.4	82.1	100	100							64
18 S	15.2	53.8	88.9	100	100						31
19 S	100	100	100								100
21 S	100										100
25 S	36.1	70.9	90.7	100	100	100					46.7
27 S	73.5	100	100	100							78.1
30 S	36.7	84.2	85.4	100							50.9
31 S	100	100	100								100
34 S	36.4	85.2	94.4	100							52
37 S	10.9	31.8	33.3	54.2	100	100					18.7
40 S	28.5	67.4	87.5	50							37.9
41 S	13.5	26.7	58.8	28.6	100						19.7
44 S	100	100									100
45 S	100	100	100								100
47 S	47.4	86.8	87.5	100							57.3
50 S	8.7	26	41.5	40.7	100						18
51 S	48.4	91.2	100	100	100	100					57.8
53 S	60.7	88	100	100							70.6
70 S	14.9	55	60	66.7	100						28.6
98 S	26.4	69.6	90.6	100	100						41.7
99 S	44.4	82.3	94.4	100							58.8
R S	24.9	51.4	41.7		100						27.9

**Table 4.** *Percent of applicants who received their first choice of license in the 2004 fall turkey drawing.*

LICENSE TYPE	POINTS										Overall
	0	1	2	3	4	5	6	7	8		
02 F	30.5	65.9	33.3								35
03 F	100	100	100								100
04 F	100	100									100
06 F	100										100
10 F	68.9	93.3									72.4
13 F	100	100									100
15 F	100	100									100
17 F	100	100									100
18 F	63.3	100	100	100							64.7
19 F	100	100									100
21 F	100	100									100
25 F	100	100	100								100
27 F	100	100									100
30 F	100	100		100							100
31 F	100	100									100
34 F	89.6	100									91
37 F	20.1	56.3	50	50							26.4
40 F	100	100									100
41 F	59.7	89.7	100								63.7
44 F	100	100									100
45 F	100	100									100
47 F	45.3	85.7	100								51.6
50 F	11.9	25.3	47.6		100			100			19.1
51 F	100	100									100
53 F	100	100									100
70 F	56.6	76.7	100								59.9
98 F	78.5	98.6	100		100						80.6
99 F	100	100									100
R F	29.5	78.9									31